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Title: The Major Trade Associations

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There are ten major trade associations that operate legitimately in the lands of Britannia and among its trading partners. Many of these guilds are divided into local or specialty subguilds, who use the same colors but vary the heraldic pattern.

There are many lesser trade associations that have closed membership, and one can join them only by invitation. Beltran's Guide to Guilds is the definitive text on the full range of guilds and other associations in Britannia, and I heartily recommend it.

In what follows I have attempted to bring together the known information regarding these guilds. I offer thee the name, typical membership, heraldic colors, known specialty organizations within the larger guild, and any known affiliations to other guilds, which often occur because of trade reasons.

The Guild of Arcane Arts

Members: alchemists and wizards

Colors: blue and purple

Subguilds: Illusionists,  
Mages, Wizards  
Affiliations: Healer's  
Guild  
The Warrior's Guild  
Members:  
mercenaries,  
soldiery, guardsmen,  
weapons masters,  
paladins.  
Colors: Blue and red  
Subguilds: Cavalry,  
Fighters, Warriors  
Affiliations: League  
of Rangers  
League of Rangers  
Members: rangers,  
bowyers, animal  
trainers  
Colors: Red, gold and  
blue  
Guild of Healers  
Members: healers  
Colors: Green, gold,  
and purple  
Affiliations: Guild of  
Arcane Arts  
Mining Cooperative  
Members: miners  
Colors: blue and black  
checkers, with a gold  
cross  
Affiliations: Order of  
Engineers  
Merchants'  
Association  
Members:  
innkeepers,  
tavernkeepers,  
jewelers,  
provisioners  
Colors: gold coins on a  
green field for  
Merchants. White  
and green for the  
others.  
Subguilds: Barters,  
Provisioners,  
Traders, Merchants  
Order of Engineers  
Members: tinkers and  
engineers  
Colors: Blue, gold, and  
purple vertical bars  
Affiliations: Mining  
Cooperative  
Society of Clothiers  
Members: tailors and

weavers

Colors: Purple, gold,  
and red horizontal  
bars

Maritime Guild

Members: fishermen,  
sailors, mapmakers,  
shipwrights

Colors: blue and white

Subguilds:

Fishermen, Sailors,

Shipwrights

Bardic Collegium

Members: bards,  
musicians,  
storytellers, and other  
performers

Colors: Purple, red  
and gold checkerboard

Society of Thieves

Members: beggars,  
cutpurses, assassins,  
and brigands

Colors: red and black

Subguilds: Rogues  
(beggars), Assassins,  
Thieves